"Hiding" Chart

How their rolls are effected if they are hiding/stealthing in:

	Bright Light	Shaded Light	Dim Light	Darkness
Exposed	AUTO FAIL	AUTO FAIL	Normal Roll	SUCCESS*
1/2 Cover	Disadvantage	Disadvantage	Normal Roll	SUCCESS*
3/4 Cover	Normal Roll	Normal Roll	Advantage	SUCCESS*
Total Cover	Normal Roll	Advantage	Advantage	SUCCESS*

Passive Stealth Chart

How their rolls are effected if they are hiding/stealthing in:

	Bright Light	Shaded Light	Dim Light	Darkness
Exposed	AUTO FAIL	AUTO FAIL	Standard	SUCCESS*
1/2 Cover	(-5)	(-5)	Standard	SUCCESS*
3/4 Cover	Standard	Standard	(+5)	SUCCESS*
Total Cover	Standard	(+5)	(+5)	SUCCESS*

Seeking (Perception) Chart

How their rolls are effected if they are seeking a creature in:

	Bright Light	Shaded Light	Dim Light	Darkness
Exposed	SUCCESS*	SUCCESS*	Normal Roll	AUTO FAIL
1/2 Cover	Advantage	Advantage	Normal Roll	AUTO FAIL
3/4 Cover	Normal Roll	Normal Roll	Disadvantage	AUTO FAIL
Total Cover	Normal Roll	Disadvantage	Disadvantage	AUTO FAIL

Passive Perception Chart

How their rolls are effected if they are seeking a creature in:

	Bright Light	Shaded Light	Dim Light	Darkness
Exposed	SUCCESS*	SUCCESS*	Standard	AUTO FAIL
1/2 Cover	(+5)	(+5)	Standard	AUTO FAIL
3/4 Cover	Standard	Standard	(-5)	AUTO FAIL
Total Cover	Standard	(-5)	(-5)	AUTO FAIL

Passive "Stealth Encounter" Chart

How their rolls are effected if they are hiding/stealthing in:

	Bright Light	Shaded Light	Dim Light	Darkness
Exposed	AUTO FAIL	AUTO FAIL	Standard	(+5)
1/2 Cover	(-10)	(-5)	(+5)	(+8)
3/4 Cover	(-5)	Standard	(+8)	(+10)
Total Cover	Standard	(+5)	SUCCESS*	SUCCESS*

Needs to change becuase it is no longer just visibility... it is now sound, smell, changed scenery... all that stuff

Law of diminishing returns

Give them a reroll if they are moving at half speed?

Intelligence rolls to "muffle" their armor?

Wisdom saving throws to know what to do?

Insight to decide what the guard might do

Nature check to realize how an environment would respond

Performance to blend in with a crowd

Persuasion to bribe

Intimidation to get them to let you go (*John Wick*)

Intelligence for coup de gras

Stealth Bonus Chart

How their rolls are effected if they are hiding/stealthing in:

	Bright Light	Shaded Light	Dim Light	Darkness
Exposed	AUTO FAIL	(-5)	Standard	SUCCESS*
1/2 Cover	(-5)	(-2)	(+2)	SUCCESS*
3/4 Cover	Standard	(+2)	(+5)	SUCCESS*
Total Cover	Standard	(+5)	(+8)	SUCCESS*